# MACMAURICE JACHIMIKE OSUJI

Mobile Developer specialized in Flutter and SwiftUI, with practical experiences in building cross platform and Native iOS applications, supported with an academic background in Mechanical Engineering.

Possessing a proven record of delivering functional and user-centric apps.

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■GitHub ■Linkedin ■ Portfolio

# **SKILL SETS**

# LanguagesFrameworks & LibrariesTools & Platforms• Dart• Flutter• VS Code, Xcode, Android Studio• Swift• SwiftUI• Git & GitHub• Python• Firebase SDK• MVVM / MVC Architecture• C• Provider/Riverpod• Adobe Photoshop

# **Soft Skills**

<ul> <li>Critical Thinking</li> </ul>	<ul><li>Debugging</li></ul>	<ul><li>SolidWorks</li></ul>	<ul> <li>Time Management</li> </ul>
<ul><li>Team Player</li></ul>	<ul><li>Leadership</li></ul>	<ul> <li>Mechanical Engineering</li> </ul>	<ul> <li>Project Budgeting</li> </ul>
<ul><li>Adaptability</li></ul>	<ul><li>Work Ethics</li></ul>	<ul> <li>Project Management</li> </ul>	<ul> <li>Documentation</li> </ul>

**Engineering Skills** 

# **EXPERIENCES**

# **Mobile Developer**

(*Jan 2023 - Present*)

Upwork Freelance → Remote

- Designed and developed mobile apps for iOS and Android and other Platforms.
- Integrated third party APIs and services such as Firebase Services, Riverpod.
- Deployed and tested apps on physical devices, ensuring universal responsive performance.
- Managed version control and collaborations using Git and GitHub.
- Optimized app performance and debugging issues during build and deployment.
- Implemented state management with Provider & Riverpod to handle app data effectively.
- Worked independently with self-management of timelines, deadlines, and deliverables.

# **Pipeline Construction Engineer**

(Oct 2024 - Present)

Topline Limited (Internship) → Port Harcourt, Nigeria

- Team Lead on a Crude line Patch and Sleeve weld Intervention at NEPL
- I Improved the departmental documentation and reporting systems by 50%
- Facilitated and Championed weekly project report meetings, improving teamwork
- Asst Lead on an EPC Turnkey project for the Natural gas supply and distribution for Optimera

# **KEY PROJECTS**

Game Character Manager (Flutter + Firebase) → GitHub (Sept 2025)
 Developed a mobile app to create and manage game characters with real-time Firebase storage, implemented Provider-based state management, animated UI transitions and CRUD operations.

Advanced Calculator (iOS App) → GitHub

(Feb 2024)

This is a user-friendly calculator supporting both basic operations and trigonometric functions, required strong algorithm design and debugging skills.

Kiddies Multiple (iOS App) → GitHub

(Jan 2023)

As the name sounds, it is a children's multiplication game with customizable difficulty levels, creating an engaging learning experience. Collaborated with a friend to design the visually appealing interface.

# **EDUCATION**

• B. Eng. Mechanical Engineering (NSE).

(2018 - 2023)

Alex Ekwueme Federal University Ndufu-Alike → Ebonyi State, Nigeria **Thesis:** Development and Construction of a solar powered rotary lawnmower **Graduating Grade:** Second Class (2.9 CGP)

# **CERTIFICATIONS AND COURSES**

# **Courses**

• Flutter Masterclass by Shaun Pelling [Udemy]. → Completed with Certificate

Hacking with Swift by Paul Hudson → Completed

Harvard CS50 by David Malan → Completed

### **EXTRA**

# **Hobbies**

Graphics Designing

Snooker

Soccer

Codding

Traveling

Engineering

Continuous Learning